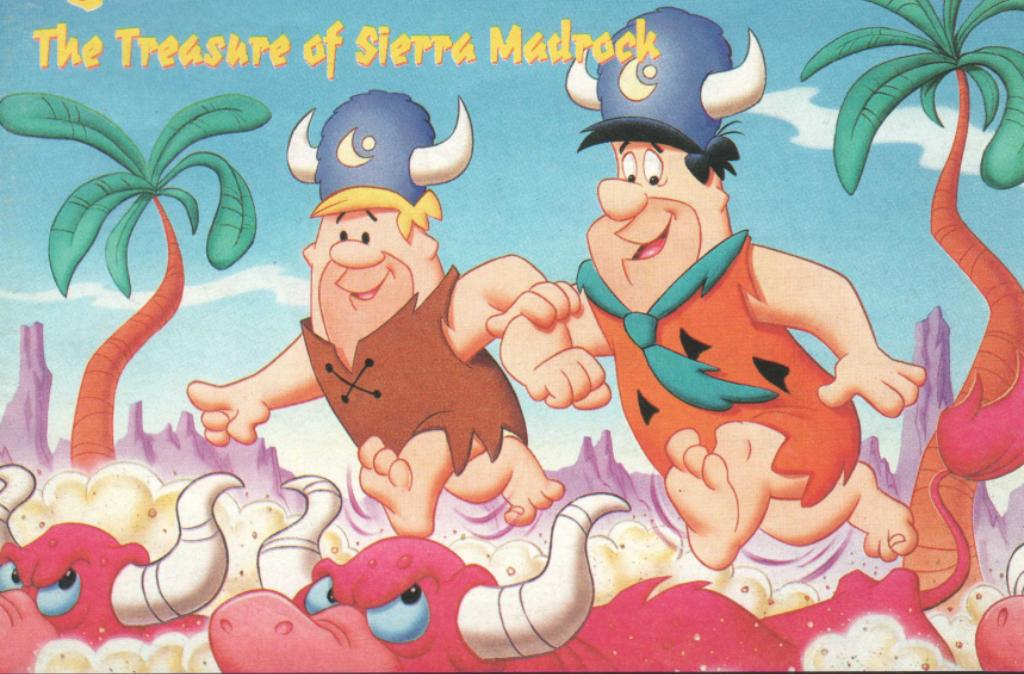


SNSP-9F-AUS

# THE FLINTSTONES®

The Treasure of Sierra Madrock



INSTRUCTION BOOKLET



**SUPER NINTENDO™**  
ENTERTAINMENT SYSTEM  
**PAL VERSION**

**TAITO®**

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## JUMP START



Blast through this section to learn how to get right into the action.

- From the Title screen press the Start button to advance to the Menu screen.



- Press the Control Pad up/down to choose 1 Player.
- Press the Start button to advance to the introduction.
- Press the Start button to advance through the introduction to the Map screen



- Press the Y button for Fred or Barney to toss the die.
- Press the Control Pad to move Fred or Barney the number of spaces indicated by the die.
- Fred/Barney will begin the adventure automatically when they've moved the correct number of spaces.

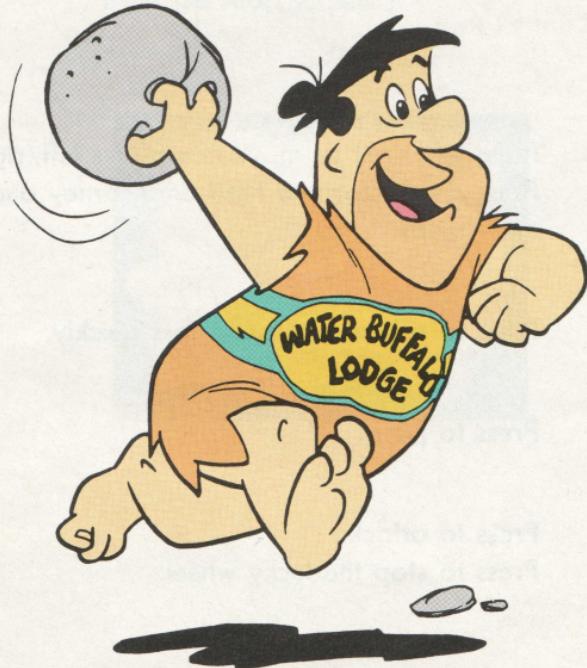
## TWO-PLAYER GAMES



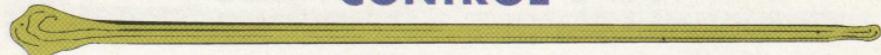
Player One is Fred. Player two is Barney. Got it?

To start a Two Player game follow the instructions below:

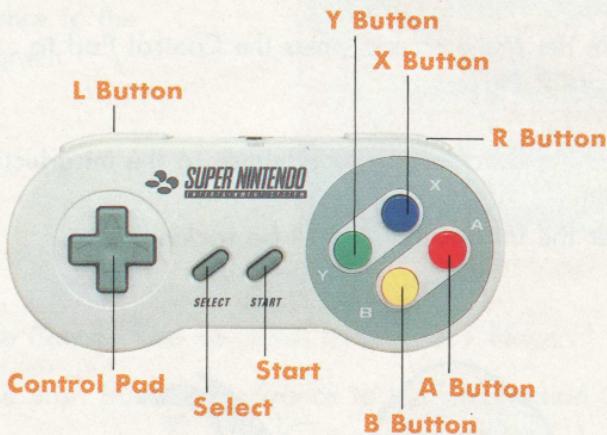
- From the Menu screen, press the Control Pad to choose 2 Players.
- Press the Start button to advance to the introduction.
- After the introduction, you'll be rocking!



# CONTROL



Read the following section to get the low down on getting around Bedrock.



**Control Pad:** Press left/right to move characters left/right  
Press down to make Fred and Barney duck their heads.

**A button:** Press to advance through text quickly.

**B button:** Press to jump.

**Y button:** Press to attack.  
Press to stop the lucky wheel.

## CONTROL CONT.

### X button:

At the Map screen hold down the X button and press the Control Pad to scroll around the current map.

### L/R buttons:

Press the L/R button while holding the Control Pad left/right to make Fred and Barney run.

### Start button:

Press to pause the game.

### Select button:

Press to advance to the Treasure Map screen from the Map screen.



## SPECIAL MOVES



Fred and Barney can really move! Read on and find out.

**Climbing:** Fred and Barney can climb certain objects in the game.

- When a character is in front an object to be climbed press the Control Pad up to make the character grasp the object.
- Press the Control Pad up/down to move the character up and down on the object.
- **Note:** Not all objects can be climbed!  
Experiment!



## SPECIAL MOVES CONT.

### Flying:

Well, not really, but they do try! To keep Fred or Barney in the air longer while jumping, press the B button.

- Press the B button while jumping to make Fred and Barney flap their arms.



**Swimming:** Fred and Barney can swim when they fall into the water. Make sure their heads stay above the surface or you'll be sorry!



# OPTIONS



Options let you tailor the game to your own needs.

- From the Menu screen press the Control Pad to choose Option.
- Press the Start button to advance to the Option screen.



- Press the Control Pad up/down to choose the Option you want to change.
- Press the Control Pad left/right to change the chosen option.

## **Choose from the following options:**

**Left:** Select 1,2,3,4, or 5 lives.

**Sound:** Select Stereo or Mono

**Sound Test:** Check out all the excellent sounds in the game!

To listen to the Sound Test follow the procedure below.

- Press the Control Pad left/right to select the effect you want to hear.
- Press the A button to start the effect.
- Press the B button to stop the effect.

# GAME SCREEN

You have to know the score to play the game. Check out this section so you can stay on top of what's going down in Bedrock!

## The Map screen



**Fred/Barney:** Indicates the number of lives remaining.

**Hearts:** Indicates the character's energy level.

**Clams:** Indicates the number of clams collected.

**Sign:** Indicates an area that has been completed.

# GAME SCREEN CONT.

## The Game screen



**Character:** Indicates the character's remaining lives.

**Hearts:** Indicates the character's energy level.

**Stars:** Indicates the current number of Stars collected.

**Time:** Indicates time remaining to clear the round.

**Big Stars:** Indicates the number of Big Stars collected.

**Clams:** Indicates the number of Clams collected.

**Dash meter:** Indicates the length of time you can run at high speed.

## CLEARING A STAGE

After you complete a stage you will advance to the Bingo screen. This is your chance to earn some extra lives! When you finish a level, the last number of the timer falls down, and lands on the Bingo Board.

Complete a row and score some goodies:



**One row**      **1UP**

**Two Rows**      **3UP**

**Three Rows**      **5UP**

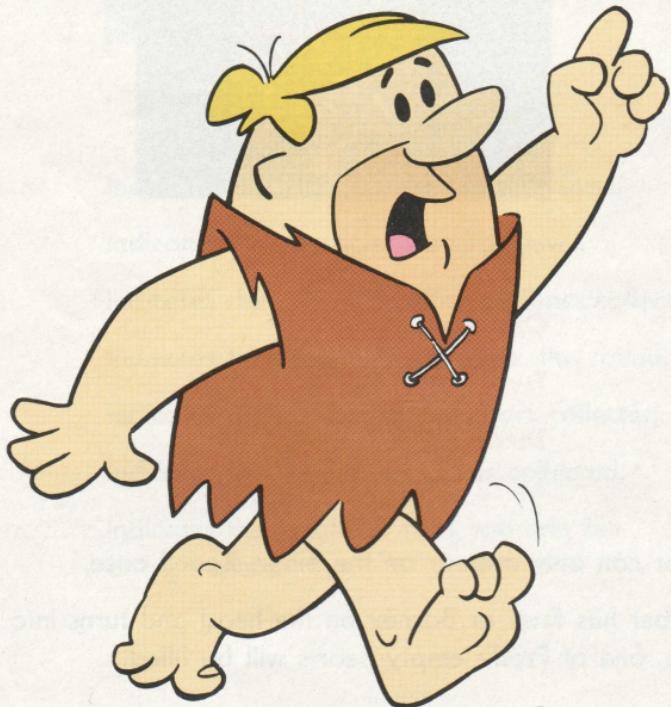
A number can only appear on the Bingo Board once.

If a number hits Fred or Barney on the head and turns into an apple, one of Fred's empty hearts will be filled.

## CONTINUING THE GAME



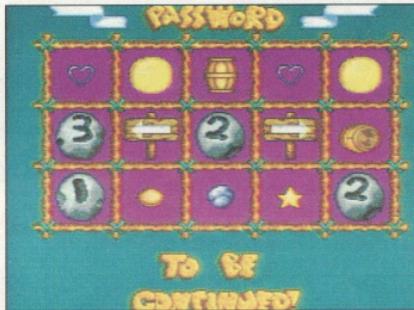
- From the Game Over screen press the Control Pad to choose Continue.
- Press the Start button to advance to the beginning of the world you last played.
- To return to the last sub-stage you were in, choose Password with the Control Pad instead of Continue.



# PASSWORD

Passwords allow you to continue a game at a later date. In the Flintstones: The Treasure of Sierra Madrock, passwords are given when a stage is completed. Write them down! Follow these instructions to use a password:

- From the Menu screen press the Control Pad to choose Password.
- Press the Start button to advance to the Password screen.



- Press the Control Pad to move between windows.
- Press the A or B buttons to change items.
- Press the Start button to enter the Password.
- If the correct Password has been entered you will advance to the game.
- If an incorrect Password has been entered you'll hear a sound.

# **WATCH OUT FOR WILMA!**

You heard me. If Wilma catches Fred, or Betty nabs Barney, they'll drag them back home. Don't let 'em get you! It's better to face a bruiser brontosaurus than Wilma in a bad mood...



# ITEMS



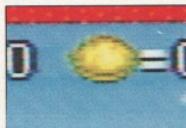
You'll find various items in your quest for The Treasure of Sierra Madrock. Keep on reading to find out what they do.



**Fred 1UP**



**Barney 1UP**



**Clams** - Bedrock's official currency.

You'll need all the clams you can get for shopping. When you take out a monster you'll be rewarded with clams.



**Heart** - Adds one to your heart line.



**Big Star** - Collect 10 for a 1UP



**Little Star** - Collect 100 for a 1UP



**Apple** - Adds one to your energy level.

## ITEMS CONT.



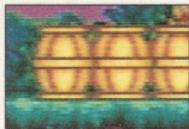
**Multipliers** - Multiplies your 1UP's by the number shown.



**Cactus Juice** - Score this drink at the Cafe to add to your life.



**Dodo Egg Sandwiches** - Grind one of these treats at the Cafe to fill in those hit points!



**Barrel** - Bust'em to find items.



**Bronto Burger** - So yummy they'll give you a 1UP! You can find them at the Cafe.

# ROADSIDE ATTRACTIONS

Hey! You have to check out the sights when you're cruising around Bedrock. Read on for an insider's run down on all the happening spots.



**Cafe** - Best place in town to refresh yourself. Grab a Bronto Burger, Dodo Egg Sandwich, or Cactus Juice.



**Bones** - A very special place. Pay a visit and find out for yourself.



**Stadium** - The best place to play sports. Winners get extra jump power. Give it a try!



**Park** - If you have the clams, they'll have the games. Always an excellent place to go if you can afford it.



**Heart** - Bonus stage. Grab all you can while you have the chance.



**Normal** - Just your average space. All you have to do is clear it!

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Mattel Pty. Limited, 461 Plummer Street  
Port Melbourne, Vic. 3207 Australia  
Video One, 48 George St, Mt. Eden, Auckland, N.Z.